

## GLOSSARY OF TERMS

**Artificial lighting** - lighting that does not seem motivated by any real light source in your scene.

**Available lighting** - light normally provided in the location being filmed. Includes indoor and outdoor lighting.



**Background** - objects or actions furthest from the camera.

**Camera angles** - the angle from which the camera captures the object being shot.

**Camera movement** - when the camera physically moves in the process of capturing an image. The camera may move closer, further away, up, down, left or right.



**Close shot or Close up (CU)** - a shot taken from a close distance so that the object appears relatively large and fills the entire frame. In human terms, a close up might show someone's face.

**Consumer culture** - A way of life in which consumption (purchasing products and services) are the norm.

**Depth of field** - the area in a shot in which the elements captured in a camera image appear in sharp focus.

**Dissolve** - an editing technique in which one shot gradually fades out while another fades in to take its place. This technique often conveys a passage of time.

**Dramatize** - to present or represent in a dramatic manner. The word suggests an exaggerated emotionalism or theatricality.

**Editing** - the process of selecting, arranging, and assembling individual shots, images, and/or sound components into a particular order.

**Fade (to black)** - an editing technique in which a shot slowly fades out to a black screen. A fade can indicate a change of time or place, or it can signal the end of a program, scene or sequence.



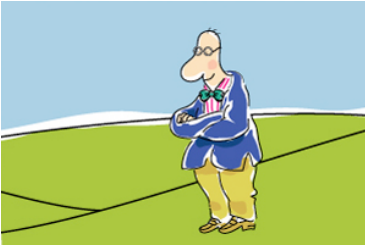
**Foreground** - objects or action closest to the camera.

**Frame** - the rectangular area captured by the camera.

**Framing** - the way a shot is composed. How objects and people are situated within the boundaries of the camera's frame.



**High angle** - the camera is positioned above and looks down on the subject. A high angle image often has the effect of making the subject appear weak or vulnerable.

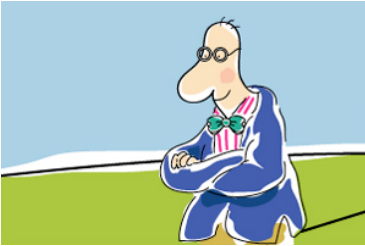


**Long shot or Wide shot** (LS or WS) - a shot taken from a greater distance so that the object appears relatively small in the frame. A long shot can convey setting or context. In human terms, a long shot might encompass someone's whole body and the surrounding area. An extreme long shot might encompass an entire cityscape or skyline.

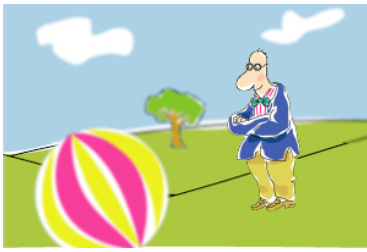


**Low angle** - the camera is positioned below and looks up at the subject. A low angle image often has the effect of making the subject appear powerful or ominous.

**Medium** (pl. media) - the technological or physical form in which a creative work or expression appear. Examples of different media include newspapers, film, television, and comic books.



**Medium shot** (MS) - a shot that usually frames objects so that they appear equivalent to a normal visual perspective. In human terms, a medium shot might show a person from the waist up.

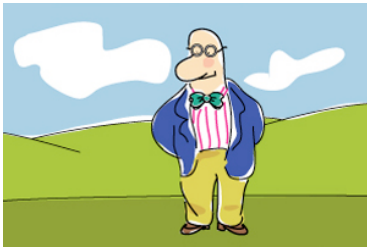


**Middle ground** - objects or actions positioned midway in the camera frame.

**Mise-en-scene** - the placement and look of the visual elements within a shot, including the use of lighting, sets, locations, props, makeup, costumes, and actors.

**Musical score** - music that accentuates mood, creates atmosphere, and adds emphasis to particular scenes. Usually, the musical score contains no lyrics.

**Natural lighting** - lighting that a light source in your image seems to motivate.



**Normal angle** - the camera is positioned at chest height and makes the subject appear neutral.

**Pace** - rate at which sound or image progresses.

**Pan** - when the camera moves left or right from a fixed point.

**Parallel editing/cross-cutting** - shot juxtapositions that suggest simultaneous action happening in different places.

**Point of view** (in relation to visual images) - the visual perspective from which a shot is taken or a story is told.

**Scene** - an event that takes place in one setting and over a single time period. A feature length film is composed of many scenes. Scenes are composed of anywhere from one to hundreds of individual shots.

**Sharp focus** - objects or subjects in the image that can be seen in clear detail.

**Shot** - the basic unit of a moving image. A shot is a single image uninterrupted by editing.

**Shot distances** - the distance of the object being filmed to the camera.

**Shot juxtaposition** - the positioning of two shots next to one another which establishes a relationship between them.

**Soft focus** - objects or subjects in the image appear somewhat fuzzy.

**Sound bite** - a brief catchy comment used to encapsulate a larger theme or idea.

**Sound effects** - audio elements that are neither spoken voices nor music. These can be anything from the sound of thunder to a ray gun.

**Soundtrack** - The audio component of a film or TV program. The soundtrack might include the dialogue, musical score, narration, and sound effects.

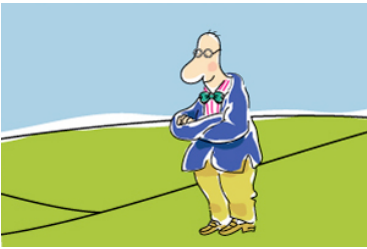
**Storyboard** - a sequential series of illustrations that map out the various shots and their relationship to one another. The storyboard often resembles a comic strip. [Click here for an example.](#)

**Straight cut** - the most common editing technique, in which one shot is followed by another without any special transitional device, like a fade or dissolve. Most straight cuts go unnoticed by viewers.

**Tone** - a quality of expression that conveys sentiment, attitude, mood, feeling or emotion.

**Tracking Shot** - when the camera moves with the object being filmed in a side-to-side or forward/backward motion.

**Voice-over** (VO) narration - dialogue that comes from an unseen, off-screen voice belonging either to a character in the story or a narrator.



**Wide shot or Long shot** (WS or LS) - a shot taken from a greater distance so that the object appears relatively small in the frame. A long shot can convey setting or context. In human terms, a long shot might encompass someone's whole body and the surrounding area.

**Wipes** - an editing technique where one image appears to push the previous image off the screen.

**Zoom shot** - a single shot in which the distance between the camera and the object being filmed changes without the camera physically moving.

The Teaching Educators about Media (TEAM) Project, housed in UT's Radio-TV-Film Department, designed these lesson plans and resources. Project Director: Laura Stein, Ph.D. <http://utopia.utexas.edu/explore/team/>